

WHAT IS CLAIMED IS:

- 1 1. A network game system, comprising:
 - 2 a center server; and
 - 3 a game machine, communicatively connected to the center server
 - 4 and operable to execute a game program, wherein:
 - 5 the center server comprises a first transmitter, which transmits, to the
 - 6 game machine, first data indicating a settled play amount out of a played
 - 7 amount which is represented by either an accumulated number or time period
 - 8 that the game program has been executed; and
 - 9 the game machine comprises:
 - 10 a first storage, operable to store the first data;
 - 11 a second storage, operable to store second data indicating the
 - 12 played amount;
 - 13 a first receiver, which receives the first data transmitted by the first
 - 14 transmitter;
 - 15 an updater, which updates the first data stored in the first storage
 - 16 with the first data received by the first receiver;
 - 17 a third storage, operable to store third data indicating an allowable
 - 18 unsettled play amount which represents either an allowable number or time
 - 19 period of which the game program is executed without settlement; and
 - 20 a controller, which controls the game machine based on the first
 - 21 data stored in the first storage, the second data stored in the second storage
 - 22 and the third data stored in the third storage.

1 2. The network game system as set forth in claim 1, wherein:
2 the game machine comprises a second transmitter, which transmits
3 the second data to the center server; and
4 the center server comprises:
5 a second receiver, which receives the second data transmitted by
6 the second transmitter; and
7 a calculator, which calculates the first data based on a game
8 playing right which has been purchased and the second data received by the
9 second receiver.

1 3. The network game system as set forth in claim 1, wherein the
2 controller inhibits the execution of the game program according to the third
3 data stored in the third storage and a difference between the first data stored
4 in the first storage and the second data stored in the second storage.

1 4. A center server, which is communicatively connected to a game
2 machine operable to execute a game program, the center server comprising a
3 transmitter, which transmits data indicating a settled play amount out of a
4 played amount which is represented by either an accumulated number or time
5 period that the game program has been executed, to the game machine.

1 5. A computer-readable medium in which a program is recorded, the
2 program causing a computer to serve as a center server communicatively
3 connected to a game machine operable to execute a game program, the
4 center server comprising a transmitter which transmits data indicating a settled

5 play amount out of a played amount which is represented by either an
6 accumulated number or time period that the game program has been executed,
7 to the game machine.

1 6. A method of controlling a center server, comprising steps of:
2 connecting communicatively the center server to a game machine
3 operable to execute a game program; and
4 transmitting, to the game machine, first data indicating a settled play
5 amount out of a played amount which is represented by either an accumulated
6 number or time period that the game program has been executed.

1 7. A game machine, which is communicatively connected to a center
2 server and operable to execute a game program, the game machine
3 comprising:
4 a first storage, operable to store first data indicating a settled play
5 amount out of a played amount which is represented by either an accumulated
6 number or time period that the game program has been executed;
7 a second storage, operable to store second data indicating the played
8 amount;
9 a receiver, which receives the first data transmitted from the center
10 server;
11 an updater, which updates the first data stored in the first storage with
12 the first data received by the receiver;
13 a third storage, operable to store third data indicating an allowable
14 unsettled play amount which represents either an allowable number or time

15 period of which the game program is executed without settlement; and
16 a controller, which controls the game machine based on the first data
17 stored in the first storage, the second data stored in the second storage and
18 the third data stored in the third storage.

1 8. A computer-readable medium in which a program is recorded, the
2 program causing a computer to serve as a game machine communicatively
3 connected to a center server and operable to execute a game program, the
4 game machine comprising:

5 a first storage, operable to store first data indicating a settled play
6 amount out of a played amount which is represented by either an accumulated
7 number or time period that the game program has been executed;

8 a second storage, operable to store second data indicating the played
9 amount;

10 a receiver, which receives the first data transmitted from the center
11 server;

12 an updater, which updates the first data stored in the first storage with
13 the first data received by the receiver;

14 a third storage, operable to store third data indicating an allowable
15 unsettled play amount which represents either an allowable number or time
16 period of which the game program is executed without settlement; and

17 a controller, which controls the game machine based on the first data
18 stored in the first storage, the second data stored in the second storage and
19 the third data stored in the third storage.

1 9. A method of controlling a game machine operable to execute a game
2 program, comprising steps of:
3 connecting the game machine to a center server communicatively;
4 storing, in a first storage, first data indicating a settled play amount
5 out of a played amount which is represented by either an accumulated number
6 or time period that the game program has been executed;
7 storing, in a second storage, operable to store second data indicating
8 the played amount;
9 receiving the first data transmitted from the center server;
10 updating the first data stored in the first storage with the first data
11 received from the center server;
12 storing, in a third storage, third data indicating an allowable unsettled
13 play amount which represents either an allowable number or time period of
14 which the game program is executed without settlement; and
15 controlling the game machine based on the first data stored in the first
16 storage, the second data stored in the second storage and the third data
17 stored in the third storage.

1 10. A network game system, comprising:
2 a center server; and
3 a game machine, installed in an amusement arcade and
4 communicatively connected to the center server, the game machine being
5 operable to execute a game program, wherein:
6 the game machine comprises:
7 a first storage, operable to store first information for identifying the

8 game machine;
9 a first transmitter, which transmits the first information to the center
10 server;
11 the center server comprises:
12 a first receiver, which receives the first information transmitted by
13 the first transmitter;
14 an acquirer, which acquires second information for identifying the
15 amusement arcade in which the game machine identified by the first
16 information is installed;
17 an operation determinant, which generates third information
18 indicating how to control the game machine, based on the first information
19 received by the first receiver and the second information acquired by the
20 acquirer; and
21 a second transmitter, which transmits the third information
22 generated by the operation determinant to the game machine; and
23 the game machine further comprises:
24 a second receiver, which receives the third information transmitted
25 by the second transmitter; and
26 a controller, which control the game machine in accordance with
27 the third information received by the second receiver.

1 11. The network system as set forth in claim 10, wherein:
2 the center server comprises a second storage, operable to store
3 fourth information indicating a correspondence between the first information
4 and the second information; and

5 the operation determinant generates the third information based on
6 the first information received by the first receiver, the second information
7 acquired by the acquirer, and the fourth information stored in the second
8 storage.

1 12. The network game system as set forth in claim 10, wherein the
2 controller inhibits the execution of the game program, in accordance with the
3 third information.

1 13. A center server, which is communicatively connected to a game
2 machine installed in an amusement arcade and operable to execute a game
3 program, the center server comprising:

4 a receiver, which receives, from the game machine, the first
5 information for identifying the game machine;

6 an acquirer, which acquires second information for identifying the
7 amusement arcade in which the game machine identified by the first
8 information is installed;

9 an operation determinant, which generates third information indicating
10 how to control the game machine, based on the first information received by
11 the receiver and the second information acquired by the acquirer; and

12 a transmitter, which transmits the third information generated by the
13 operation determinant to the game machine.

1 14. A computer-readable medium in which a program is recorded, the
2 program causing a computer to serve as a center server communicatively

3 connected to a game machine installed in an amusement arcade and operable
4 to execute a game program, the center server comprising:
5 a receiver, which receives, from the game machine, the first
6 information for identifying the game machine;
7 an acquirer, which acquires second information for identifying the
8 amusement arcade in which the game machine identified by the first
9 information is installed;
10 an operation determinant, which generates third information indicating
11 how to control the game machine, based on the first information received by
12 the receiver and the second information acquired by the acquirer; and
13 a transmitter, which transmits the third information generated by the
14 operation determinant to the game machine.

1 15. A method of controlling a center server, comprising steps of:
2 connecting communicatively the center server to a game machine
3 installed in an amusement arcade and operable to execute a game program;
4 receiving, from the game machine, the first information for identifying
5 the game machine;
6 acquiring second information for identifying the amusement arcade in
7 which the game machine identified by the first information is installed;
8 an operation determinant, which generates third information indicating
9 how to control the game machine, based on the received first information
10 received and the acquired second information; and
11 transmitting the generated third information to the game machine.

1 16. A game machine, which is installed in an amusement arcade and
2 communicatively connected to a center server, the game machine being
3 operable to execute a game program, and comprising:
4 a storage, operable to store first information for identifying the game
5 machine;
6 a transmitter, which transmits the first information to the center server;
7 a receiver, which receives third information indicating how to control
8 the game machine which is transmitted from the center server; and
9 a controller, which control the game machine in accordance with the
10 third information received by the receiver.

1 17. A computer-readable medium in which a program is recorded, the
2 program causing a computer to serve as a game machine installed in an
3 amusement arcade and communicatively connected to a center server, the
4 game machine being operable to execute a game program and comprising:
5 a storage, operable to store first information for identifying the game
6 machine;
7 a transmitter, which transmits the first information to the center server;
8 a receiver, which receives third information indicating how to control
9 the game machine which is transmitted from the center server; and
10 a controller, which control the game machine in accordance with the
11 third information received by the receiver.

1 18. A method of controlling a game machine installed in an amusement
2 arcade and operable to execute a game program, comprising steps of:

3 connecting communicatively the game machine to a center server;
4 storing first information for identifying the game machine;
5 transmitting the first information to the center server;
6 receiving third information indicating how to control the game machine
7 which is transmitted from the center server; and
8 controlling the game machine in accordance with the third information
9 received by the receiver.

1 19. A network game system, comprising:
2 a center server;
3 at least one service server;
4 a game machine, communicatively connected to the center server
5 and the service server, and operable to execute a game program based on
6 information received from the service server, wherein:
7 the center server comprises a first storage, operable to store a table
8 indicating a correspondence between a service to be used by the game
9 machine and access information indicating how to access the service server
10 offering the service;
11 the game machine comprises a first transmitter, which transmits a
12 request, which requests the center server to transmit the access information, to
13 the center server;
14 the center server further comprises:
15 a first receiver, which receives the request transmitted by the first
16 transmitter;
17 a reader, which reads out the access information designated by the

18 request received by the first receiver, from the first storage; and
19 a second transmitter, which transmits the access information read
20 out by the reader, to the game machine; and
21 the game machine further comprises:
22 a second storage, operable to store the access information;
23 a second receiver, which receives the access information
24 transmitted by the second transmitter;
25 an updater, which updates the access information stored in the
26 second storage with the access information received by the second receiver;
27 and
28 a controller, which controls the game machine in accordance with
29 the access information stored in the second storage.

1 20. A center server, which is communicatively connected to a game
2 machine communicatively connected to at least one service server and
3 operable to execute a game program based on information received from the
4 service server, the center server comprising:
5 a storage, operable to store a table indicating a correspondence
6 between a service to be used by the game machine and access information
7 indicating how to access the service server offering the service;
8 a receiver, which receives the request, which requests the center
9 server to transmit the access information, transmitted from the center server;
10 a reader, which reads out the access information designated by the
11 request received by the receiver, from the first storage; and
12 a transmitter, which transmits the access information read out by the

13 reader, to the game machine.

1 21. A computer-readable medium in which a program is recorded, the
2 program causing a computer to serve as a center server communicatively
3 connected to a game machine communicatively connected to at least one
4 service server and operable to execute a game program based on information
5 received from the service server, the center server comprising:

6 a storage, operable to store a table indicating a correspondence
7 between a service to be used by the game machine and access information
8 indicating how to access the service server offering the service;

9 a receiver, which receives a request, which requests the center server
10 to transmit the access information, transmitted from the center server;

11 a reader, which reads out the access information designated by the
12 request received by the receiver, from the first storage; and

13 a transmitter, which transmits the access information read out by the
14 reader, to the game machine.

1 22. A method of controlling a center server, comprising steps of:

2 connecting communicatively the center server to a game machine
3 communicatively connected to at least one service server and operable to
4 execute a game program based on information received from the service
5 server;

6 storing, in a storage, a table indicating a correspondence between a
7 service to be used by the game machine and access information indicating
8 how to access the service server offering the service;

9 receiving a request, which requests the center server to transmit the
10 access information, transmitted from the center server;
11 reading out the access information designated by the request
12 received by the receiver, from the storage; and
13 transmitting the read out access information to the game machine.

1 23. A game machine, which is communicatively connected to a center
2 server and at least one service server, the game machine being operable to
3 execute a game program based on information received from the service
4 server, the game machine comprising:
5 a transmitter, which transmits a request, which requests the center
6 server to transmit the access information, to the center server;
7 a storage, operable to store the access information;
8 a receiver, which receives the access information transmitted from the
9 center server;
10 an updater, which updates the access information stored in the
11 storage with the access information received by the receiver; and
12 a controller, which controls the game machine in accordance with the
13 access information stored in the storage.

1 24. A computer-readable medium in which a program is recorded, the
2 program causing a computer to serve as a game machine communicatively
3 connected to a center server and at least one service server, the game
4 machine being operable to execute a game program based on information
5 received from the service server, the game machine comprising:

6 a transmitter, which transmits a request, which requests the center
7 server to transmit the access information, to the center server;
8 a storage, operable to store the access information;
9 a receiver, which receives the access information transmitted from the
10 center server;
11 an updater, which updates the access information stored in the
12 storage with the access information received by the receiver; and
13 a controller, which controls the game machine in accordance with the
14 access information stored in the storage.

1 25. A method of controlling a game machine, comprising steps of:
2 connecting communicatively the game machine to a center server
3 and at least one service server so as to be operable to execute a game
4 program based on information received from the service server;
5 storing the access information in a storage;
6 transmitting a request, which requests the center server to transmit
7 the access information, to the center server;
8 receiving the access information transmitted from the center server;
9 updating the access information stored in the storage with the
10 received access information; and
11 a controller, which controls the game machine in accordance with the
12 access information stored in the storage.